

Chapter 000 – Gathering

KORVOSA



*Korvosa, the Jewel of Varisia, has long sparkled on the shore of Conqueror's Bay. Established just over 300 years ago by Cheliox at the height of the empire's expansion, the city now commands its own destiny. A line of Korvosan kings and queens emerged to rule the city, establishing an infamous seat of power—**The Crimson Throne**. Rulers have sat upon The Crimson Throne for more than a century, and the city has flourished; yet the monarchy always seems on the brink of disaster. The Crimson Throne is not a prize to be won—it is a curse. No monarch of Korvosa has died of old age, and none has produced an heir while ruling. Even though King Eodred II controls Korvosa more fully than any previous monarch, that control remains tenuous, and many secretly count the days until their latest king falls to what they call the **Curse of the Crimson Throne**.*

Founded on a peninsula jutting out from the mainland, Korvosa is a budding and expanding metropolis slowly making an impressive name for itself. A city of wealth, power and growing influence, the city attracts all walks of life behind its formidable walls and defenses; housing both the richest, poorest, best & worst the continent has to offer. Knowledge, magic, power, love, loss and so much more can be found within and without its borders for those with the ability, drive or guile, to seek it...

12 Calistril 4708
Korvosa, Varisia

The morning began like many others for those living in the city of Korvosa. Nearing the beginning of Spring, the city was abuzz with the impending change of season. The wizards of the Acadamae, busy with their research as always, barely registered the change in time from night to morning. On East Shore, while the some of the men-at-arms changed shifts, others, enjoying their nights off, stumbled home from one of the city's many taverns. In Midland, sounds and smells filled the district as artisans, already hard at work, worked on their various crafts. At North Point, servants milled about the various houses of the elite as the owners themselves dreamed in ignorant bliss. From Old Korvosa, the familiar sight of the Sable Company, mounted on their formidable hippogriff steeds performed their daily rounds across the sky. The Grey, silent as always, watched over the dead in quiet reverence. And looking on from up high in the heart of the Heights District, towering over the peak of Citadel Hill and resting on top of an ancient pyramid lied the centerpiece of the city: Castle Korvosa. Here the King, Eodred Arabasti II, and his beautiful young wife, Queen Ileosa Arabasti, rule their home.

For a few individuals though, this day was not every other. For these few individuals, a simple meeting to repay an old grudge was on the horizon; forcing them to grow and change, for better or worse who's to say. For these few individuals, their lives first changed with a card and some stale bread...

Scene 1?

Out of Character:

This first OOC will be a bit different (and longer) than normal, but I promise I usually do not give you this many prompts/ indications 😊

Scene 1? RP!

Each of the PCs finds a strange Harrow (Tarot) Card with their name on it in the morning somewhere within the city (it can be pretty much anywhere/ anyway you'd like, so feel free to get creative). The card has an image on one side and a message written on the back (see below for each PCs' card and message).

For your first post, please describe what your PC was doing during the morning – or the days leading up to – their discovery of the card as well as where and how the card was discovered. Then please describe anything you may have done afterwards as you eventually headed towards the address for this meeting.

DC10: History check to discover that address is of the home/ fortune-telling shop of Zellara Esmeranda, a noted fortune-teller from Korvosa's Midland District.



Brack's Card



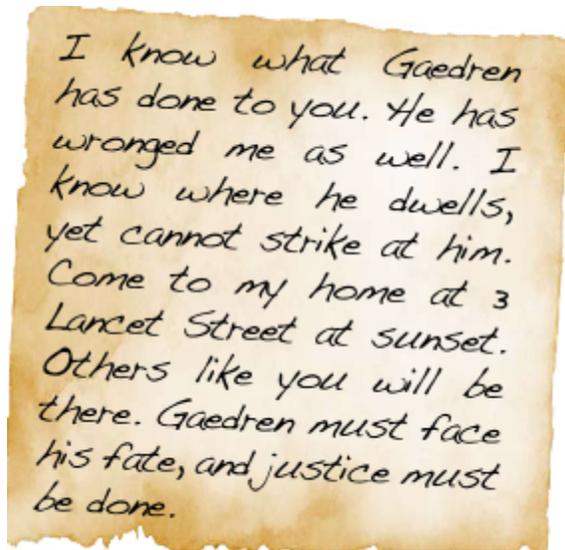
Hutton's Card



Mazour's Card



Redii's Card



I know what Gaedren has done to you. He has wronged me as well. I know where he dwells, yet cannot strike at him. Come to my home at 3 Lancel Street at sunset. Others like you will be there. Gaedren must face his fate, and justice must be done.

Note written on the Back of each card

GENERAL NOTES

Everyone, please pick a color for your character and use I when your PC speaks or has internal thoughts.

- a) For Speech, please **bold** the text
- b) For Internal Thoughts, please *italicize* the text

Lastly, General notes from one of my favorite GMs that I like to share at the start of each of my games:

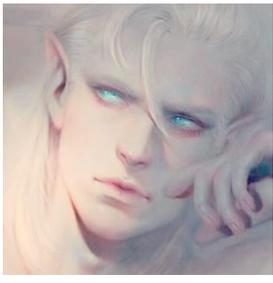
"In general, please think of the following when posting:

- a) *When you post, provide a good physical description of your PC and start thinking on/ fleshing out mannerism, quirks, fears, personality, etc. I want to be able to read a name and immediately have a strong picture in my mind of who this name belongs to.*
- b) *DO include your character internal thought process. This is an excellent touch to PBP games and will strongly help define your character. There will be times when I or a fellow player will take over your character for 'minor actions' so a very well-defined character is to everyone's benefit.*
- c) *This is your game as much as mine so don't be afraid to make up NPCs (and react for them), locations, etc. I'll let you know if something doesn't quite fit*
- d) *If you roll on your turn/ post please RP out the positive or negative result of that roll*
- e) *And most important, LET'S HAVE FUN!!"*

Health Status

100% of hitpoints: Healthy
 75 to 100% hitpoints: light wounds
 50 to 75% hitpoints: medium wounds
 25 to 50% hitpoints: serious wounds
 0 to 25% hitpoints: critical wounds.

(I'll be tracking HP as well as expendable items and abilities below. If anyone wants a different image for their PC or I'm missing anything below, please let me know. Enemies & Maps will be shown below as well during combat)

Brack	Hutton	Mazour	Redii
			
10/10 hit points	13/13 hit points	9/9 hit points	10/10 hit points
1/1 hit dice; 4/4 Bardic Inspiration; 1/1 Joyful Verse; Spell Slots: 2/2 1 st ,	1/1 hit dice; 1/1 Second Wind; Service Tattoo: 1/1 Protect; 1/1 Heal; 1/1 Strike	1/1 hit dice; 4/4 Eyes of the Grave; 2/2 Blessing of Raven Queen; 1/1 Gifts of the Faithful; Spell Slots: 2/2 1 st ,	1/1 hit dice;
	20 Arrows	20 Arrows	5 Sais

(I'll also be tracking notable loot for the party below. I tend to do group loot but if there's a preference for everyone carrying it separately, we can do that as well)

<i>Items</i>	<i>Held By</i>